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TRAP
SHOOTING
RULES

THE INTERSTATE
ASSOCIATION



REVISED 1909





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INANIMATE TARGET

AND

LIVE BIRD RULES

OF

The Interstate Association

FOR THE ENCOURAGEMENT
OF TRAP SHOOTING

COMMITTEE ON RULES

BERNARD WATERS, of Forest and Stream
ELMER E. SHANER, Secretary - Manager of
The Interstate Association

REVISED 1909

THE INTERSTATE ASSOCIATION

GV 1181
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BLUE CARBON

AMERICAN ASSOCIATION OF

THE INTERSTATE ASSOCIATION FOR

BY

THE INTERSTATE ASSOCIATION

FOR THE ENCOURAGEMENT
OF TRAP SHOOTING.

AMERICAN ASSOCIATION

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TARGETS AND LIVE BIRDS.

DEFINITIONS OF TERMS.

These definitions are also interpretations of the terms to which they refer.

MINIMUM NUMBER OF CONTESTANTS.

A tournament, to be recognized by the INTERSTATE ASSOCIATION, shall have not less than eleven contestants in each event. (See Rule 15, Section 2).

BROKEN TARGET.

A broken target is one which has at least a visible piece or pieces broken from it, or which is completely reduced to dust, or which has a visible section broken from it even though such section is broken into dust by the contestant's shot.

DUSTED TARGET.

A dusted target is one from which more or less dust is detached by the contestant's shot, but which shows no visible diminution in size therefrom. A dusted target is not a broken target.

DOUBLE TARGETS.

A contestant, in double target shooting, shall shoot only once at a target. To shoot twice at the same target is simply single target shooting with the use of two shots.

DULY NOTIFIED.

A contestant is duly notified to compete when his name is called out by a Referee, Scorer or other person authorized to do so by the Management. If a "squad hustler" is furnished, it is a matter of courtesy only, and does not in the least relieve the contestant from responsibility. It is the duty of each and every contestant to be promptly on hand to compete when called to do so. Failing therein, he is responsible for his acts of negligence.

BALK.

Any extraneous occurrence which materially interferes with the equity of the contestant after he calls "Pull," constitutes a balk, if it deters him from shooting, or if it coincidentally interferes with him when he actually shoots. If he shoots after the balk occurs, he must abide by the result. Misfires (under certain limitations as set forth in the rules), a partly opened trap, etc., are balks. Only the contestant directly interested can claim a balk, which, when allowed, restores him to a new inning.

DISQUALIFICATION.

Disqualification carries with it a forfeiture of all entrance money and rights in the competition to which it relates.

JARRING BACK.

Jarring back denotes that from the concussion of the first shot the safety has been slipped back to "safe." Whatever may be the cause of slipping the safety back to "safe," the contestant must abide by the result.

NO TARGET OR NO BIRD.

After a Referee declares a "no target" or a "no bird," it is thereafter no part of the competition and is irrelevant to it.

WIDELY DIFFERENT ANGLE.

When a target varies more than twenty degrees either way outside the prescribed limit of the angles in single target shooting, the contestant may refuse it.

SIMULTANEOUS DISCHARGE.

A Simultaneous Discharge is one wherein from any cause both barrels are discharged together or nearly together.

DEAD BIRD.

A bird is scored as "dead" if it is gathered according to the requirements of these rules.

LOST BIRD.

A bird is lost when it escapes through or falls beyond the boundary. (Except as in Rule 9, Section 1 (d), and Rule 12, Section 8).

INNING.

The term "inning" denotes a contestant's time at the firing point, commencing with the call of "pull" and ending as specified in these rules.

MAGAZINE GUN.

The term "magazine gun" applies alike to automatic guns, pump guns (so-called), and all other guns not directly dependent on hand loading.

CLASS SHOOTING.

Class shooting denotes that the contestants who tie for first are in the highest class, and are winners of first. Those who tie for second are in the second class and are winners of second, and so on with the other classes. (See Rule 18.)

HIGH GUNS AND HIGH SCORES.

High guns and high scores signify that the contestants who make the highest scores take, in the order of superiority, all the cash or prizes in such ratios as are set forth in the conditions governing the competition. In case of ties, the high guns are determined by shooting off, miss and out, in which event the gun which stays the longest is first; the one which stays the next longest is second, and so on.

THE INTERSTATE ASSOCIATION TRAP SHOOTING RULES.

TARGETS.

RULE 1.—THE MANAGEMENT.

SECTION 1. The Management of THE INTERSTATE ASSOCIATION reserves the authority to reject any entry relating to any of its tournament competitions without giving any reason therefor, and to disqualify, in whole or in part, any contestant who acts ungentlemanly or disorderly, or who handles his gun dangerously.

SEC. 2. The Management of THE INTERSTATE ASSOCIATION or its authorized representative shall for each tournament appoint a Referee or Referees, or a Referee and Judges, and a Scorer or Scorers, and a Trap Puller or Trap Pullers, and such other assistants as it may deem to be necessary.

SEC. 3. The Management of THE INTERSTATE ASSOCIATION reserves the right to make any alterations and amendments to these rules whenever it deems it for the best interests of all concerned to do so.

RULE 2.—THE REFEREE.

SECTION 1. Besides attending to the special duties as set forth hereinafter, the Referee shall adjudicate the competition. He shall distinctly announce the result of each shot by calling out "dead" or "broke" when the target is broken, and "lost" when the target is unbroken. He shall decide all other issues which arise in relation to the direct competition. His decision in all cases shall be final.

SEC. 2. If the Referee is negligent or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him.

RULE 3.—THE REFEREE AND JUDGES.

SECTION 1. When a Referee and Judges are appointed, the latter shall adjudicate the competition. The Referee's duty then is to decide any disagreement between the Judges, pending which the competition shall be suspended. Any Judges' disagreement shall be submitted to the Referee forthwith.

SEC. 2. If the Judges are negligent or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove them.

RULE 4.—THE SCORER.

SECTION 1. The Scorer shall keep an accurate record of each shot of each contestant. Accordingly as the Referee calls "dead," "broke," or "lost," the Scorer shall promptly respond with the call "dead," "broke" or "lost." He shall mark the figure 1 for "dead" or "broke," and a 0 for "lost." When possible to do so, he shall keep the scores on a score sheet or blackboard, plainly in view of the contestants. His record of the competition so kept shall be official, and shall govern all awards and records of the competition to which it relates.

SEC. 2. If the Scorer is negligent or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him.

RULE 5.—THE PULLER.

SECTION 1. The Puller shall have charge of springing the traps. He shall spring the trap or traps instantly in response to the contestants call of "Pull."

SEC. 2. The Puller shall have an unobstructed view of the contestants at the firing points.

SEC. 3. If the Puller is negligent or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him.

RULE 6.—CONTESTANTS.

SECTION 1. A contestant may hold his gun in any position.

SEC. 2. A contestant may load his gun only when at the firing point facing the traps. In single target shooting, he shall place only one cartridge in his gun, removing it or the empty shell before turning from

the firing point. The Referee or the Management may fine a contestant from \$1.00 to \$5.00, or may disqualify him, for violating this rule.

SEC. 3. When at the firing point ready for competition, the contestant shall distinctly give the command "Pull" to the Puller, and thereafter such contestant is unqualifiedly in the competition.

SEC. 4. A contestant must be at the firing point within three minutes after having been duly notified (see definition) to contest. Failing therein, unless he can show important cause for the delay, he may be fined \$1.00 by the Referee or the Management, or he may be disqualified.

SEC. 5. Shooting on the grounds at any place other than the firing points is prohibited.

SEC. 6. A contestant fined for a violation of these rules is ineligible further to compete until the fine is paid, and if the fine is not paid before the end of the tournament, such default carries disqualification with it.

RULE 7.—CHALLENGE AND PROTEST.

SECTION 1. A contestant may challenge the load of any other contestant, under Rule 12 (b). On receipt of a written challenge, with \$5.00 forfeit, the Management shall obtain a cartridge from the challengee and if, after public examination of it, the Management finds the challengee violated Rule 12 (b), he may be disqualified or not, accordingly as the offense was wilfully committed or otherwise. In case the challengee is wholly innocent, the forfeit shall be paid to him; otherwise it shall be returned to the challenger.

SEC. 2. A protest concerning a score or scores must be made before or immediately after the close of the competition to which it or they relate. A protest can be made only by a contestant or contestants. All protests must be in writing.

RULE 8.—BROKEN TARGET.

The Referee or Judge shall declare the target "broke" or "dead" when it is broken in the air under the conditions prescribed by these rules. Shot marks in a "pick up" shall not be considered as evidence of a broken target. (See Definition.)

RULE 9.—LOST TARGET.

Except in the cases otherwise provided in these rules, the Referee shall declare the target "lost," respectively,

(a) When the contestant fails to break the target.

(b) When the contestant fails to shoot because his gun was unloaded or uncocked, or because the safety was faultily adjusted, or jarred back, whether from his own oversight or not; or because of any other cause chargeable to his own oversight or neglect. (See Rule 12 [c]).

RULE 10.—NO TARGET.

It is a "no target," and the Referee shall allow another target, respectively.

(a) When a contestant shoots out of turn.

(b) When two contestants, or when a contestant and a non-contestant, shoot at the same target.

(c) When there is a misfire caused by the contestant's gun, or a misfire of the cartridge (except as provided in Rule 9 [b], and Rule 12 [c]).

(d) When (whether shot at or not) a broken target is thrown.

(e) When a contestant is balked. (See Definition.)

(f) When there is any other reason not provided for in these rules, if, in the opinion of the Referee, it materially affects the equity of the competition.

RULE 11.—NO TARGET, IF REFUSED.

If a contestant does not shoot, in any of the instances herewith specified, the Referee shall declare a "no target"; but if the contestant shoots the result shall be scored, respectively,

(a) When the trap is sprung at a material interval of time before or after the call of "Pull."

(b) When the trap is sprung without any call of "Pull."

(c) When, in single target shooting, two targets are thrown at the same time.

(d) When the target is thrown at a widely different angle. (See Definition.)

RULE 12.—GUNS AND LOADS.

A contestant shall not use, respectively:

(a) A gun whose bore is larger than a twelve gauge.

(b) A load of shot greater than one and one-quarter ounce, any standard measure, struck.

(c) A reloaded cartridge, or a gun or cartridge after it has once misfired in the competition. The contestant must thereafter abide by the result if he uses such. (See Rule 9 [b]).

RULE 13.—TRAPS, FLIGHTS AND ANGLES, PITS AND SCREENS, FIRING POINTS.

SECTION 1. An automatic trap, or three traps Sergeant System, shall be used.

THE AUTOMATIC TRAP.

SEC. 2. The automatic trap. (See Diagram I) throws targets at unknown angles.

SERGEANT SYSTEM.

SEC. 3. Three traps, four feet apart, constitute the Sergeant System (See Diagram II). The targets are thrown from unknown traps, at unknown angles.

FLIGHTS AND ANGLES.

SEC. 4. Targets, whether singles or doubles, shall be thrown not less than forty-five yards nor more than fifty-five yards, with a flight between six and twelve feet high at a point ten yards from the trap. Except in double target shooting, the flight of targets shall be at unknown angles, thrown within an area of forty-five degrees right and left of an imaginary straight line drawn through the center of number three firing point and prolonged through the center of the central trap, or through the center of the single trap when only one trap is used. In single target shooting, to aid in distinguishing between targets within and without bounds, four stakes, not less than three feet in height, shall be placed in the arc of a circle whose radii are fifty yards, and whose center is the center of the central trap, or the center of the single trap when only one trap is used. Respectively

right and left of the aforementioned imaginary straight line, two of the stakes shall be placed upright, one at forty-five degrees and one at sixty-five degrees in said arc. (See Definition of "Widely Different Angle," and Diagram III.)

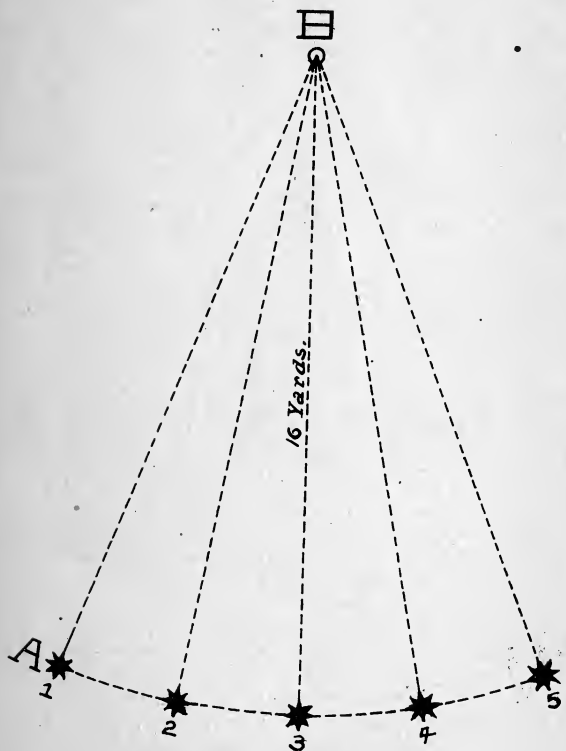


DIAGRAM I.

AUTOMATIC TRAP.

(See Rule 13, Section 2.)

A*—Firing Points 1 to 5, spaced three to five yards apart.
B—Trap.

PITS AND SCREENS.

SEC. 5. Pits and screens shall be used to protect properly the trappers. The screens shall not be higher than is necessary for such protection.

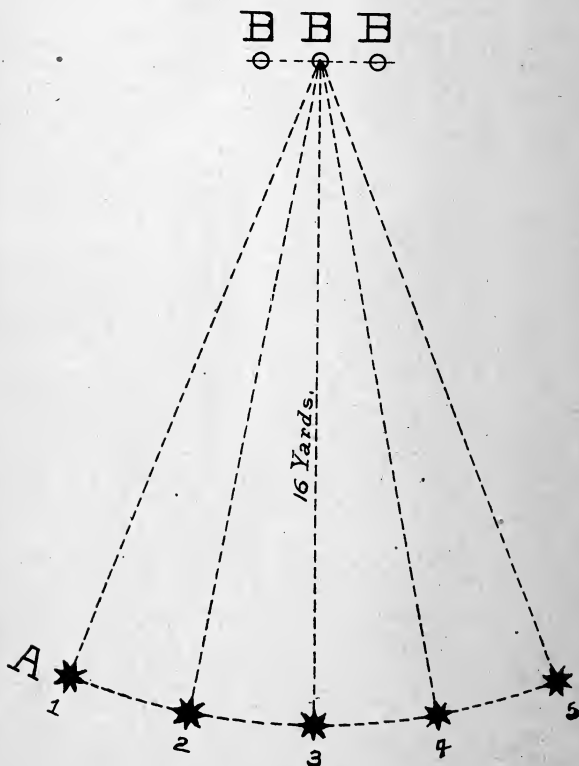


DIAGRAM II.

SERGEANT SYSTEM.

(See Rule 13, Section 3.)

A*—Firing Points 1 to 5, spaced three to five yards apart.
 B—Traps, spaced four feet apart.

FIRING POINTS.

SECTION 6. The firing points shall be three to five yards apart in the circumference of a circle whose radii are sixteen yards. (See Diagram I.)

RULE 14.—DISTANCE HANDICAPS.

The distance handicaps when used shall be on prolongations of the lines given in Diagram I, commonly known as "fan-shaped." The distance between the firing points at sixteen yards shall then be nine feet. (See Diagram IV.)

RULE 15.—SQUADS.

SECTION 1. Contestants shall shoot in squads of five, except respectively,

(a) When there are less than five contestants available for the last squad of any program event.

(b) When there are withdrawals from a squad or squads after the competition has begun.

SEC. 2. The competition (except in handicap events) shall begin with not less than five contestants in the first squad of the first event, under penalty of rendering void the whole scores of such event in the matter of INTERSTATE ASSOCIATION records. Less than three squads shall not be considered a tournament. (See Definition.)

SEC. 3. Each contestant, successively at each firing point, shall shoot as follows:

(a) In 10-target events, at two targets.

(b) In 15-target events, at three targets.

(c) In 20-target events, at four targets.

(d) In 25-target events, at five targets.

SEC. 4. The members of any squad shall remain at the firing points until the last shot of the inning is fired.

RULE 16.—DOUBLE TARGETS, MISFIRE, MAGAZINE GUN.

SECTION 1. In double target shooting, there shall be squads of five, at sixteen yards (except as provided in Rule 15, Section 1 [a] and [b]).

SEC. 2. Each double shall be thrown as a right and a left quarterer, whose flights shall be limited to the two areas between twenty and sixty-five degrees (marked D D B, Diagram V) right and left of an imaginary straight line drawn through the center of number three firing point and prolonged through the center of the central trap, or through the center of the single trap when only one trap is used. To aid in distinguishing between targets within and without bounds, four stakes, not less than three feet in height, shall be placed in the arc of a circle whose radii are fifty yards, and whose center is the center of the central trap, or the center of the single trap when only one trap is used. Respectively right and left of the aforementioned imaginary straight line, two of the stakes shall be placed upright, one at twenty degrees and one at sixty-five degrees in said arc. (See Rule 13, Section 4, and Section 5 [b] of this Rule, and Diagram V.)

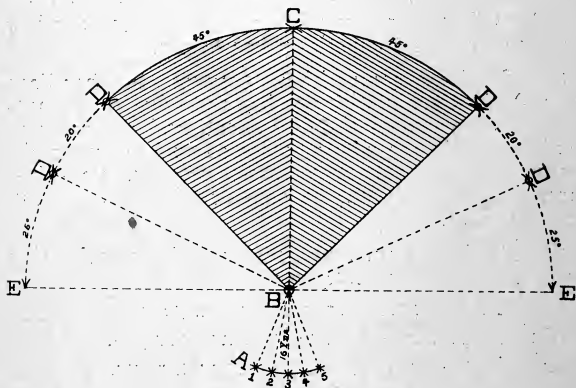


DIAGRAM III.

SINGLE TARGET SHOOTING.

(See Rule 13, Section 4.)

A*—Firing Points 1 to 5, spaced three to five yards apart.

B—Trap.

C—Fifty yards from trap.

D—Stakes.

D C D B—Shaded section showing the area within which targets should be thrown.

D E B—Merely assist in locating other lines.

B C—Imaginary straight line.

SEC. 3. If the contestant has a misfire or apparent misfire, he, without removing the cartridge or cartridges, shall forthwith hand his gun to the Referee for decision. (See Rule 9 [b] and Rule 12 [c].)

SEC. 4. The Referee shall declare "no targets," respectively,

(a) When only one target is thrown.

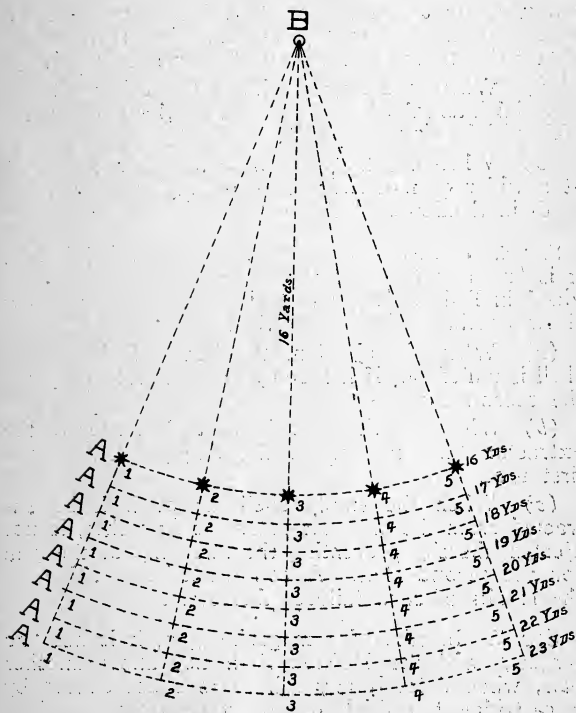


DIAGRAM IV.

DISTANCE HANDICAPS.

(See Rule 14.)

A*—Firing points 1 to 5, spaced nine feet apart at 16 yards.
B—Trap.

- (b) When both targets are broken by one shot.
- (c) When one target is a piece or both targets are pieces.
- (d) When both barrels of the contestant's gun are discharged simultaneously.
- (e) When there is a misfire with either barrel (except in case of Rule 9 [b], and Rule 12 [c]). See Section 3 of this Rule.

SEC. 5. In case the contestant does not shoot, the Referee shall declare "no targets," but if the contestant shoots, the result shall be scored, respectively,

(a) When one target follows the other after a material interval of time, instead of the two targets taking flight simultaneously.

(b) When one target or both targets are thrown at a wider or narrower angle or angles than is set forth in Section 2 of this rule.

SEC. 6. In case of a magazine gun (see definition), it is "no targets," and the Referee (except as provided in Rule 9 [b], and Rule 12 [c]) shall allow another pair, respectively,

(a) When, in ejection, the head of the empty shell is pulled off, if it thereby prevents reloading for the second shot.

(b) When, if the gun is opened properly, the extractor fails to extract the empty shell of the first shot.

(c) When the empty shell, although it be extracted from the chamber after the first shot, is not ejected, thereby preventing the reloading of the gun for the second shot. A contestant must abide by the results of such failures thereafter.

SEC. 7. In case of a magazine gun, it is not "no targets," and the Referee shall not allow another pair, when there is any failure to shoot caused by a cartridge too thick or too long, or any failure whatsoever caused by a reloaded cartridge, or a second failure to eject.

SEC. 8. When the Referee declares "no targets" the contestant shall have a new inning with the use of two shots.

RULE 17.—DIVISION OF MONEYS.

In the division, unless otherwise provided, the moneys shall be governed by class shooting.

RULE 18.—TIES.

The ties shall be shot off and the winnings divided as the Management shall elect.

RULE 19.—UNFINISHED COMPETITION.

In case that darkness, bad weather, or other cause, interferes with the competition, the Management may thereupon publicly postpone it to a date not later than two weeks. Any contestant who defaults in respect to such postponed competition, forfeits all his rights and standing therein.

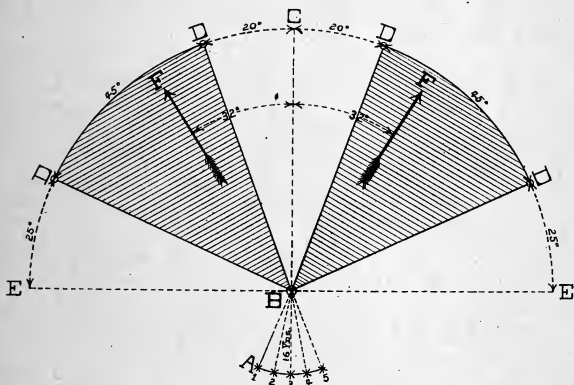


DIAGRAM V.

DOUBLE TARGET SHOOTING.

(See Rule 16, Section 2.)

A*—Firing Points 1 to 5, spaced three to five yards apart.

B—Trap.

C—Fifty yards from trap.

D—Stakes.

D D B—Shaded sections showing areas within which targets shall be thrown.

F—Arrows indicate the most desirable flights of targets.

D E B—Merely assist in locating other lines.

B C—Imaginary straight line.

RULE 20.—OFFICIAL DECISIONS.

Every person entering the competition agrees to accept all official decisions, and to abide by these rules.

NOTES.

These rules additionally govern all Registered Tournaments.

The "Definitions of Terms" and the Diagrams, in respect to targets and live birds, are a part of these rules.

The cross reference or references in any rule are supplementary to such rule, in so far as such reference or references are pertinent.

THE INTERSTATE ASSOCIATION TRAP SHOOTING RULES.

LIVE BIRDS.

RULE 1.—THE MANAGEMENT.

SECTION 1. The Management of the Interstate Association reserves the authority to reject any entry relating to any of its tournament competitions without giving any reason therefor, and to disqualify, in whole or in part, any contestant who acts ungentlemanly, or disorderly, or who handles his gun dangerously.

SEC. 2. The Management of the Interstate Association or its authorized representative shall for each tournament appoint a Referee or Referees, and a Scorer or Scorers, and a Trap Puller or Trap Pullers, and such other assistants as it may deem to be necessary.

SEC. 3. The Management of the Interstate Association reserves the right to make any alterations and amendments to these rules whenever it deems it for the best interests of all concerned to do so.

RULE 2.—THE REFEREE.

SECTION 1. Besides attending to the special duties as set forth hereinafter, the Referee shall adjudicate the competition. He shall distinctly announce the result of each shot or shots by calling out "dead," when the bird is gathered according to rule, and "lost," when the bird escapes beyond the boundary (except as provided in Rule 9, Section 1 [d], and in Rule 12, Section 8). He shall decide all other issues which arise in relation to the direct competition. His decision in all cases shall be final.

SEC. 2. If the Referee is negligent or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him.

RULE 3.—THE SCORER.

SECTION 1. The Scorer shall keep an accurate record of each shot or shots of each contestant. According as the Referee calls "dead" or "lost," the Scorer shall promptly respond with the call "dead" or "lost." He shall mark the figure 1 to denote that one shot was used to effect the kill, the figure 2 to denote that two shots were used to effect the kill, and a 0 to denote that the bird was lost. His record of the competition so kept shall be official, and shall govern all awards and records of the competition to which it relates.

SEC. 2. If the Scorer is negligent or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him.

RULE 4.—THE PULLER.

SECTION 1. The Puller shall have charge of springing the traps. He shall spring the trap or traps instantly in response to the contestant's call of "Pull."

SEC. 2. The Puller shall have an unobstructed view of the contestant at the firing point.

SEC. 3. When a mechanical device is used to determine which trap shall be sprung, the Puller shall be so placed and shall so act that any contestant who is at the firing point cannot know in advance which trap is to be sprung for him.

SEC. 4. The Management may appoint an assistant Puller to take charge of the mechanical device, and to require that the traps be sprung accordingly as determined by it.

SEC. 5. The Puller shall not spring the trap or traps until the trapper and retriever are back in their places, even though the contestant calls "Pull."

SEC. 6. If the Puller is negligent or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him.

RULE 5.—CONTESTANT.

SECTION 1. A contestant may hold his gun in any position.

SEC. 2. A contestant may load his gun only when at the firing point facing the traps, and he shall remove from his gun all cartridges or empty shells before turning from the firing point. The Referee or the Management may fine a contestant from \$1.00 to \$5.00, or may disqualify him, for violating this rule.

SEC. 3. When at the firing point ready for competition, the contestant shall, to the Puller, distinctly call out, "Are you ready?" When the Puller responds "Ready," he thereby signifies that he is ready to spring the trap or traps promptly to the contestant's command. When ready for the bird, the contestant shall distinctly give the command "Pull" to the Puller, and thereafter such contestant is unqualifiedly in the competition.

SEC. 4. After a contestant fires his first shot, he must fire his second shot immediately or leave the firing point.

SEC. 5. When firing, the contestant's feet shall be behind the firing mark assigned to him.

SEC. 6. A contestant may stand back of the mark assigned to him at the firing point if he chooses to do so, but the mark assigned to him shall be the official mark.

SEC. 7. A contestant must be at the firing point within two minutes after having been duly notified (see definition) to contest. Failing therein, unless he can show important cause for the delay, he may be fined \$1.00 by the Referee or the Management, or he may be disqualified.

SEC. 8. If the contestant has a misfire, or apparent misfire, he, without removing the cartridge or cartridges, shall forthwith hand his gun to the Referee for decision. (See Rule 9, Section 1 [h], [o] and [p], and Rule 14 [c]).

SEC. 9. Shooting on the grounds at any place other than the firing points is prohibited.

SEC. 10. A contestant fined for a violation of these rules is ineligible further to compete until the fine is paid.

RULE 6.—CHALLENGE AND PROTEST.

SECTION 1. A contestant may challenge the load of any other contestant, under Rule 14 (b). On receipt of a written challenge, with \$5.00 forfeit, the Management shall obtain a cartridge from the challengee, and if, after public examination of it, the Management finds the challengee violated Rule 14 (b), he may be disqualified or not, accordingly as the offense was willfully committed or otherwise. In case the challengee is wholly innocent, the forfeit shall be paid to him; otherwise it shall be returned to the challenger.

SEC. 2. A protest concerning a score or scores must be made before or immediately after the close of the competition to which it or they relate. A protest can be made only by a contestant or contestants. All protests must be in writing.

RULE 7.—DEAD BIRD.

The Referee shall declare the bird "dead" when it is gathered within bounds, under the conditions prescribed by these rules. (See Rule 9, Section 1 [b]).

RULE 8.—LOST BIRD.

Except in the cases otherwise provided in these rules, the Referee shall declare the bird "lost," respectively,

(a) When the bird is once outside of the boundary, except as provided in Rule 9, Section 1 (d), and in Rule 12, Section 8.

(b) When the bird dwells, even for the briefest moment, on the top of the boundary enclosure, whether it perches thereon or not.

(c) When the contestant fails to shoot because his gun was unloaded or uncocked, or because the safety was faultily adjusted or jarred back, whether from his own oversight or not; or because of any other cause chargeable to his own oversight or neglect. (See Rule 14 [c]).

(d) When the contestant, after leaving the firing point, returns and shoots again at the same bird, or when, after firing one shot, he opens and closes his gun, and shoots again at the same bird.

RULE 9.—NO BIRD.

When the Referee declares a "no bird," it gives the contestant another inning, with the use of two shots.

SECTION 1. It is a "no bird," and the Referee shall allow another bird, respectively:

(a) When, in his opinion, the bird, being on the ground and not having been shot at, cannot fly properly, whether it has been on the wing or not.

(b) When a bird is on the ground when a contestant fires his first shot, if the bird is afterward gathered within bounds. If a bird is on the wing when the first shot is fired, and it is killed on the ground with the second shot, it is a dead bird.

(c) When the bird walks in one yard from the traps, or when, after having been on the wing and still being unshot at, it alights between the traps and the dead line, and thereafter walks toward the contestant at all. (See Diagram VII.)

(d) When the bird, after being shot at, escapes through any opening in the boundary, the same being permanent or not, if, in the opinion of the Referee, it could not have escaped otherwise.

(e) When the bird is shot at also by some one other than the contestant, if, in the opinion of the Referee, the bird could have been gathered had there been no such interference, or if he considers that such interference constitutes a balk.

(f) When a contestant, through his own fault, shoots and kills from a mark which is nearer than the one assigned to him. If he misses, the bird is lost.

(g) When both barrels of the contestant's gun are discharged simultaneously.

(h) When there is a misfire caused by the contestant's gun, or a misfire of the cartridge (except as provided in Rule 8 [c] and Rule 14 [c]). See Rule 5, Section 8.

(i) When the contestant, to avoid endangering life or property, does not shoot.

(j) When seven balls have been thrown at a bird, whether it has been on the wing or not.

(k) When a contestant is balked. (See Definition.)

(l) When the trap is not sprung with reasonable promptness to the command "Pull"; or when the bird, not having been on the wing, refuses to fly after the trap has been sprung, if in either instance the contestant declares "no bird."

(m) When the bird is caught in the trap and there held long enough for the contestant to cover such trap before the bird can take wing.

(n) When the bird is injured by a missile.

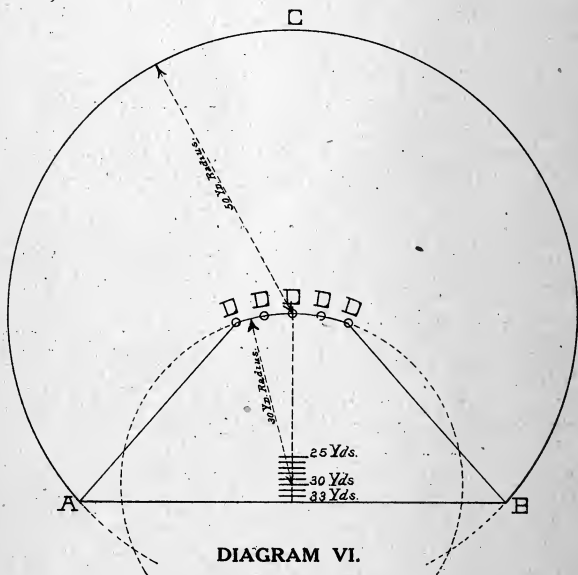


DIAGRAM VI.

LIVE BIRDS.

(See Rule 16, Section 1, and Rule 17, Section 1.)

A B—Dead Line.

A B C—Boundary.

D—Traps, spaced five yards apart.

Firing Points, 25 to 33 yards.

The dotted lines are no part of the boundaries, but assist in determining the centers.

(o) When a contestant has a misfire with the first shot, if he does not fire the second (except as provided in Rule 14 [c]). See Rule 5, Section 8.

(p) When, after firing his first shot, he has a misfire with his second shot, if he does not kill the bird with the first shot (except as provided in Rule 14 [c]). See Rule 5, Section 8.

(q) When he has a misfire with both cartridges (except as provided in Rule 14 [c]). See Rule 5, Section 8.

(r) When, the overground system being used, a trap or traps are unfilled before the contestant shoots.

(s) See Rule 12, Section 8.

(t) When there is any other reason not provided for in these rules, if, in the opinion of the Referee, it materially affects the equity of the competition.

"No birds," in case of *b*, *f*, *g*, *h*, *l*, *o*, *p* and *q*, shall be paid for by the contestant.

SEC. 2. In case of a magazine gun (see definition), it is a "no bird" and the Referee (except as provided in Rule 8 [c] and Rule 14 [c]), shall allow another bird, respectively,

(a) When, in ejection, the head of the empty shell is pulled off, if it thereby prevents reloading for the second shot.

(b) When, if the gun is opened properly, the extractor fails to extract the empty shell of the first shot.

(c) When the empty shell, although it be extracted from the chamber after the first shot, is not ejected, thereby preventing the reloading of the gun for the second shot. A contestant must abide by the results of such failures thereafter.

"No birds" in the case of *a*, *b* and *c*, shall be paid for by the contestant.

SEC. 3. In case of a magazine gun, it is not a "no bird," and the Referee shall not allow another bird, when there is any failure to shoot caused by a cartridge too thick or too long, or any failure whatsoever caused by a reloaded cartridge, or a second failure to eject.

RULE 10.—NO BIRD, IF REFUSED.

If a contestant does not shoot, in any of the instances herewith specified, the Referee shall declare a "no bird"; but if the contestant shoots the result shall be scored, respectively,

(a) When the trap is sprung at a material interval of time before or after the call of "Pull."

(b) When the trap is sprung without any call of "Pull."

(c) When, in single bird shooting, two or more birds are liberated at the same time. If a contestant shoots at both birds, he shall be required to pay for both, and he shall also be fined \$1.00 by the Management. The first bird shot at is the only one which can be scored "dead" or "lost" under these circumstances.

RULE 11.—REFUSAL TO FLY.

SECTION 1. When, on the trap being properly pulled, the bird refuses to fly, the Referee shall forthwith order to be exercised such means as are provided by the Management to make such bird fly. A bird injured by a ball or by a flush rope, shall be governed by Rule 9, Section 1 (n). A contestant may not call a "no bird" after the bird has been on the wing, but if he desires to make such bird a "no bird," he may shoot it on the ground, in which case it will be governed by Rule 9; Section 1 (b).

SEC. 2. In case of possible doubt as to whether a bird was "on the wing" or not when it flipped up, the Referee when, in his opinion, it was "on the wing," shall promptly so inform the contestant by calling out "on the wing."

RULE 12.—GATHERING.

SECTION 1. To be scored dead, the bird must be gathered within two minutes after it falls to the ground or is legally killed on the ground, excepting as provided in Section 4 of this Rule. The Management may appoint, or may permit the contestant to appoint, someone to gather the bird; or a dog may be used for that purpose. The moment the bird touches the ground, the Referee shall order it gathered.

SEC. 2. Only one man or one dog may be used at a time to gather any one bird.

SEC. 3. When the gatherer does not know the whereabouts of the bird, the Referee or someone else appointed by him may give the gatherer such information as may be necessary to aid him in gathering it, but no one other than the Referee shall be allowed to accompany the gatherer.

SEC. 4. When a dog is used to gather a bird and he cannot find it, the time limit shall not apply. Such dog shall be called in, and, after he is in control, the Referee shall appoint someone to gather the bird, whereupon the time limit shall apply.

SEC. 5. In case of a dog pointing when gathering, the time lost by such act shall not count as a part of the time limit. The Referee may send someone to urge the dog off the point, or he may direct that the dog be called in, after which the Referee shall proceed under Section 4 of this Rule.

SEC. 6. The bird, when once within the grasp of the gatherer's hand, if the gatherer be a person, or within the grasp of the gatherer's mouth, if the gatherer be a dog, shall be scored as dead.

SEC. 7. The gatherer, when a dog, should go directly to the bird; but the gatherer, when a man, shall go directly to the bird, without any prejudice whatever to the contestant's interests. It devolves upon each contestant to so kill his birds that they can be gathered without any extraordinary strategy or effort.

SEC. 8. Should the dog break away or be liberated to gather the bird before it has touched the ground and, while chasing the bird, it passes beyond the boundary, the Referee may allow the contestant another bird, provided he is of the opinion that the bird would have been gathered within the time limit, if the dog had not interfered.

RULE 13.—MUTILATION.

The mutilation of birds is prohibited. Any contestant, who violates this rule, or connives at its violation, shall forfeit all rights in the contest.

RULE 14.—GUNS AND LOADS.

A contestant shall not use, respectively,

(a) A gun whose bore is larger than a twelve-gauge.

(b) A load of shot greater than one and one-quarter ounce, any standard measure, struck.

(c) A reloaded cartridge, or a gun or cartridge, after it has once misfired in the competition. The contestants must thereafter abide by the result if he uses such. (See Rule 8 [c]).

RULE 15.—SHOOTING OUT OF TURN.

Whenever the Referee deems it necessary to do so, for the purpose of saving time, etc., he may require any contestant or contestants to contest, whether it is such contestant's or contestants' turn to compete or not. Shooting out of turn does not affect the competitive standing of any contestant.

RULE 16.—TRAPS.

SECTION 1. In all competition there shall be used five ground traps, placed five yards apart, in the circumference of a circle whose radii are thirty yards; the center of said circle is the center of the thirty yards firing point. A straight line drawn through this center and the center of the boundary circle, should pass through the center of all the other firing points, whether more or less than thirty yards. The traps are designated by numbers from left to right, namely, No. 1, No. 2, No. 3, No. 4, No. 5. (See Diagram VI.) The Management shall see that the traps are in working order and so kept during the competition.

SEC. 2. When the overground system of trapping is used, the Referee shall require that each of the five traps contains a bird when the contestant is at the firing point. When the underground system is used, the trappers are required to exercise their best endeavor to keep the traps filled.

RULE 17.—BOUNDARY.

SECTION 1. The boundary shall be a dead line, and the circumference of a circle whose radii are fifty

yards, and whose center is No. 3 trap. The dead line is the chord of the circle, and its center is bisected by a line drawn from the center of No. 3 trap through the center of the firing points. The center of the dead line is thirty-three yards from the center of No. 3 trap. See Diagram VI.) The Management reserves the right to change the boundary when occasion requires.

SEC. 2. When the boundary is marked by stakes, or anything else which does not show the continuous arc of the circle, the boundary shall be straight lines from stake to stake, etc., consecutively. In case such boundary is used, a bird, lying on the line or touching it when gathered, is a dead bird.

RULE 18.—DIVISION OF MONEYS.

In the division, unless otherwise provided, the moneys shall be governed by class shooting.

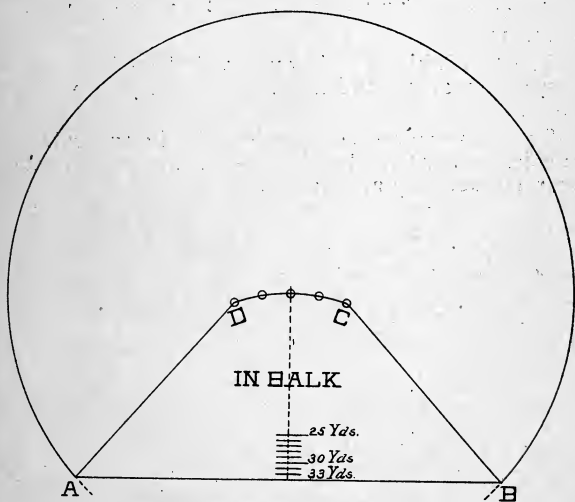


DIAGRAM VII.

LIVE BIRDS.

A B—Dead Line.

A B C D—In Balk. These lines show the boundaries which refer to Rule 9, Section 1 (c), and a bird under the conditions therein, is said to be "in balk."

RULE 19.—TIES.

The ties shall be shot off and the winnings divided as the Management shall elect.

RULE 20.—UNFINISHED COMPETITION.

In case that darkness, bad weather, or other cause, interferes with the competition, the Management may thereupon publicly postpone it to a date not later than two weeks. Any contestant who defaults in respect to such postponed competition, forfeits all his rights and standing therein.

RULE 21.—OFFICIAL DECISIONS.

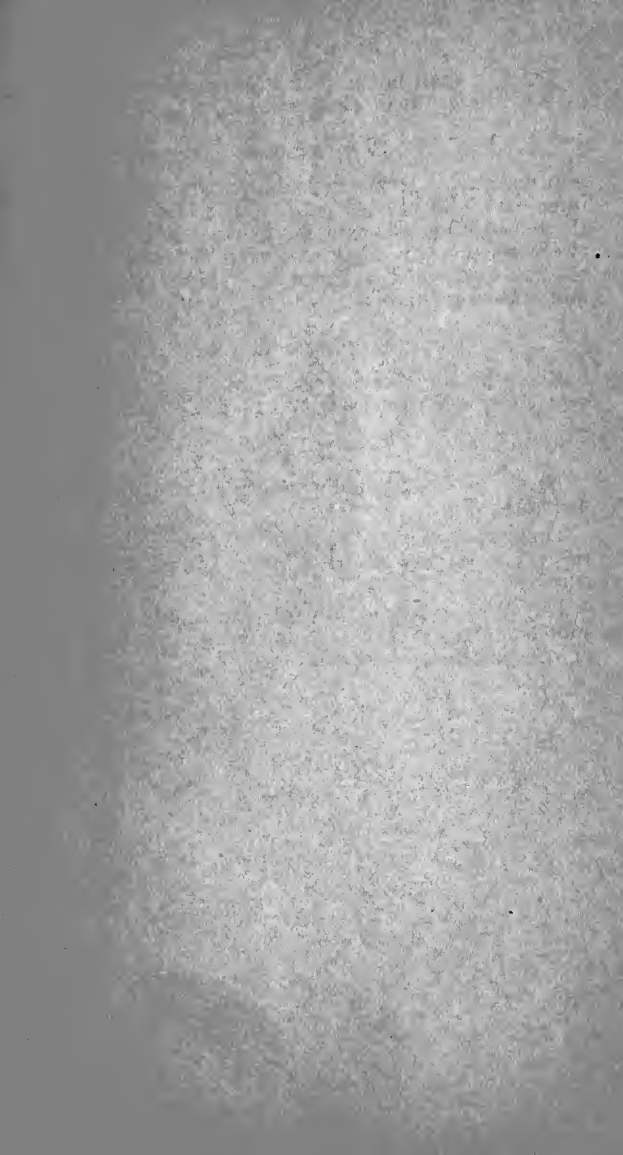
Every person entering the competition agrees to accept all official decisions, and to abide by these rules.

NOTES.

These rules additionally govern all Registered Tournaments.

The "Definitions of Terms" and the Diagrams, in respect to targets and live birds, are a part of these rules.

The cross reference or references in any rule are supplementary to such rule, in so far as such reference or references are pertinent.







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